NES—DW—USA

DOUBLE DRIBBLE™

KONAMI®

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CONGRATULATIONS!

You now own the authentic Konami home version of Double Dribble, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

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INTRODUCTION

The World Championship Is At Your Fingertips

You're 5 on 5 against mighty Los Angeles in a championship series deadlocked at three games apiece. The last six meetings have been grueling. Your opponent's defense has been brutal, his offense awesome. But you've managed to hang tough, running your game plan, crashing the glass, forcing turnovers, and firing in three point bombs.

Now it's crunch time. The final game. And though your team is battered and bruised they still have speed to drive the lane, muscle to power past picks, talent to break free underneath, and most importantly enough heart to win.

So, primed for victory, you charge into the arena. Fans packed to the rafters cheer from the edge of their seats. Thousands of reporters wait to make you the hero or the goat.

It's all or nothing. And you're up for the challenge. Because you're a pro, ready to be crowned champion of the world.

HOW TO BEGIN

The Pre Game Warm Ups

Double Dribble, the first 5 on 5, full court home basketball game, can be played by either one or two players. If only one person plays, use control 1 and take on the computer. If you want to compete against another player, both controls are used.

Whether one or two persons play, the winner is determined by who has the most points when the final buzzer sounds.

To set up the action, press the START button on either of your controls. This creates a screen showing three categories—TIME, TEAM, LEVEL—and an END selection. (See Select Screen on page 5) Each category gives you options to choose from.

For TIME, your options are 5:00, 10:00, 20:00 and 30:00 minute periods. For TEAM, you select one of four top contenders: Los Angeles, Boston, Chicago or New York, with each team's jersey color represented at the bottom left corner of the screen. (When only one person plays, the opponent is automatically Boston.) And for LEVEL, you can choose from LEVELS 1, 2 and 3, with LEVEL 3 being the most challenging.

To make your selection in each category, press the A button. The player at the bottom right of the screen will take a set shot, and when the ball swishes through the net your option in that category will advance.

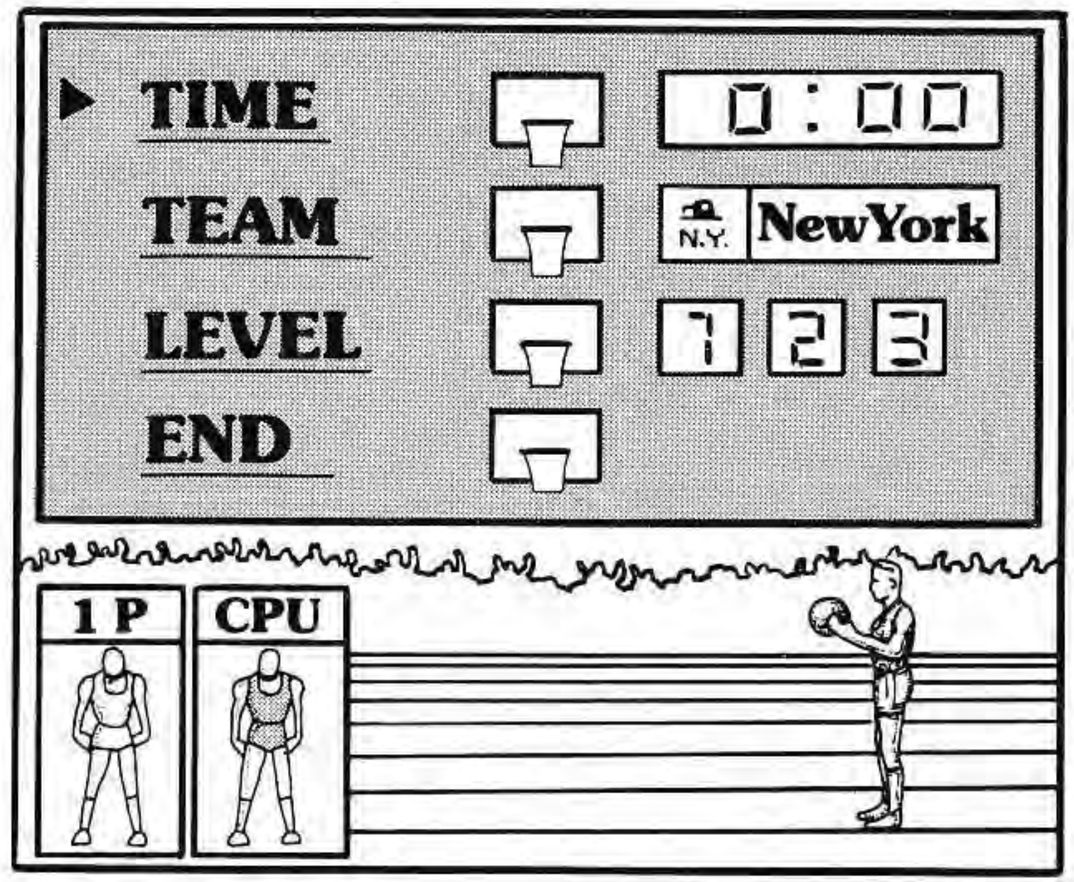
After you've reached the desired option, press the CONTROL PAD down. By pressing the pad down you will move the selection arrow from one category to the next.

After all three category selections have been made—TIME, TEAM and LEVEL—take a final shot at the END basket. Now your game is set up.

The playing of the National Anthem fades, an overhead view of the court appears, and the two teams take the court. The Jump Ball is automatic, and to control the tip you must press button B on your control.

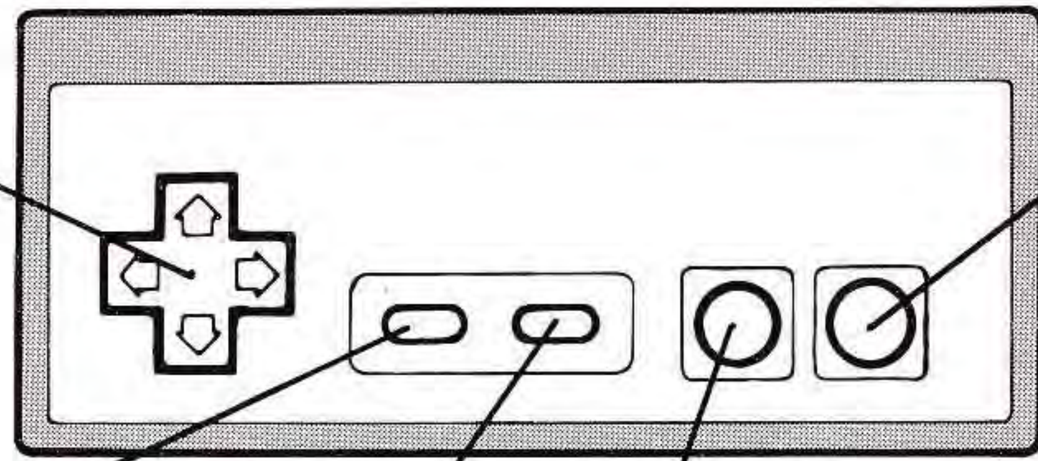
To learn how to maneuver the players see the OFFENSIVE and DEFENSIVE CONTROL diagrams on page 6.

Select Screen



Offensive Control

Control Pad
Allows you to move only the flashing player in eight different directions.



A Button
Aim your man toward the nearest receiver who will begin flashing and press A button to pass. Also use A button when taking the ball out of bounds.

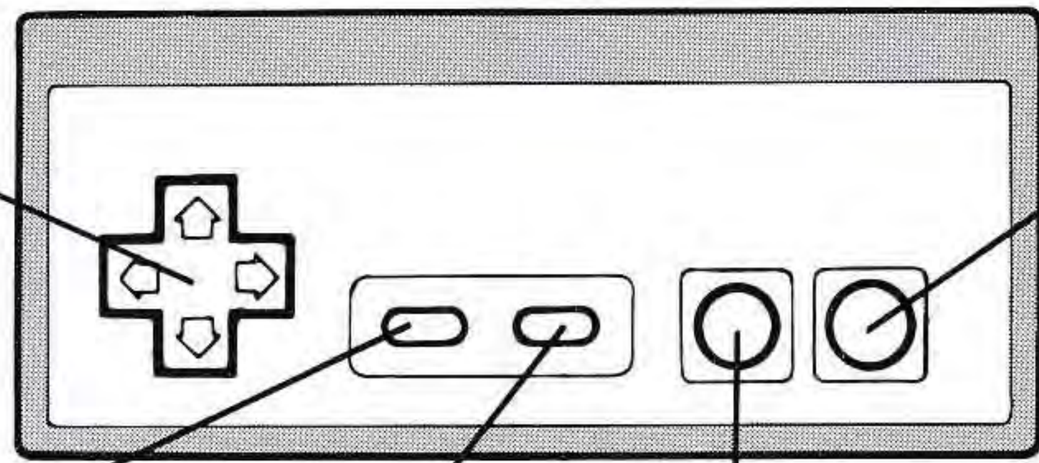
Select Button
Not used during the game conditions.

Start Button
Starts and pauses the action.

B Button
Lets you shoot the ball. Press button to jump. Release it to shoot. Also use the B button when shooting free throws.

Defensive Control

Control Pad
Moves your flashing defenseman.



A Button
This is your steal button. To steal the ball, you must first get in front of the ball carrier and then press the A button.

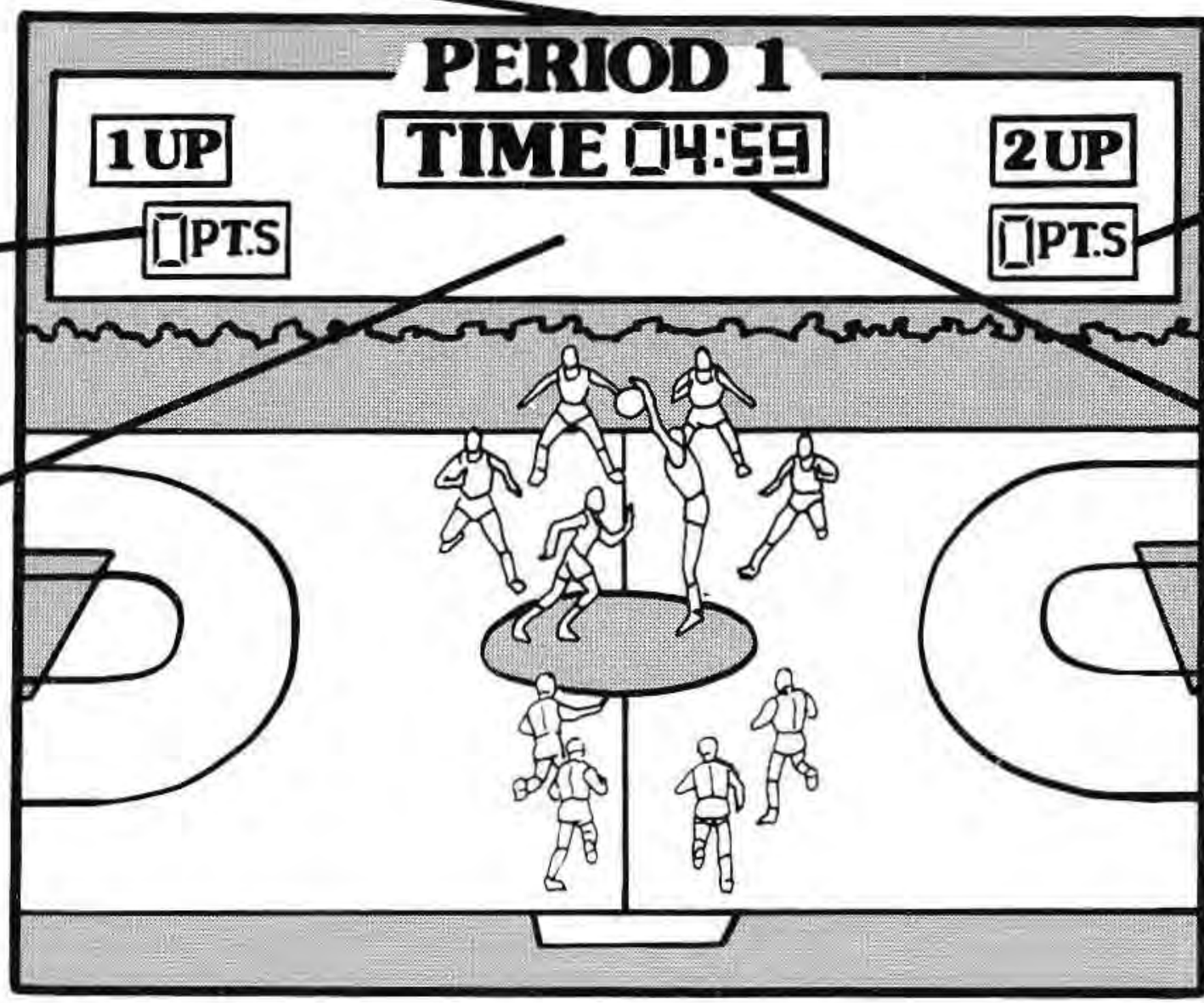
Select Button
Not used during game conditions.

Start Button
Starts and pauses the action.

B Button
This is used when your flashing defenseman is out of position. When pressed, it switches your control to a defenseman closest to the opponent with the ball.

The Game Screen

Period
(One game consists of 4 periods)



2 player or computer score

1 player score

Indicates foul or violation.

Remaining time

Fouls: Blocking and pushing.

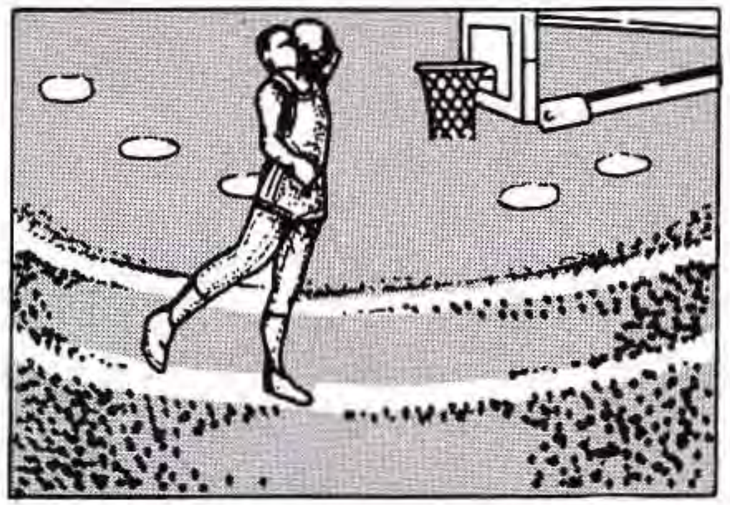
Violations:

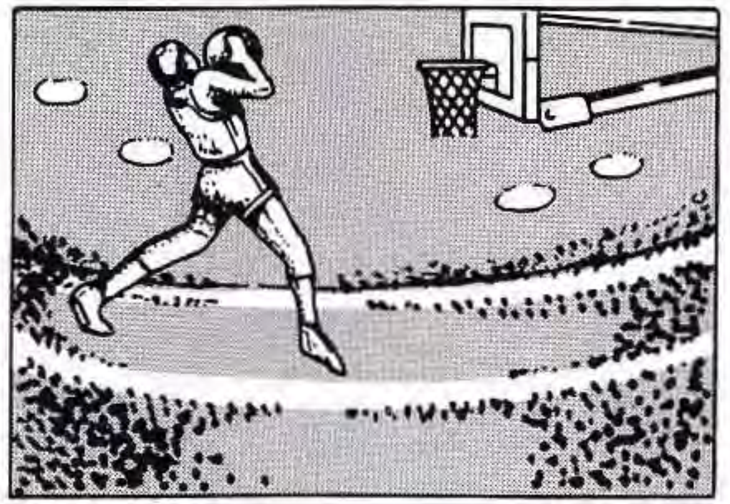
1. Traveling **2.** Holding the ball without dribbling for 5 seconds. **3.** Not getting the ball across half court in 10 seconds. **4.** Not taking a shot within 24 seconds of taking possession.

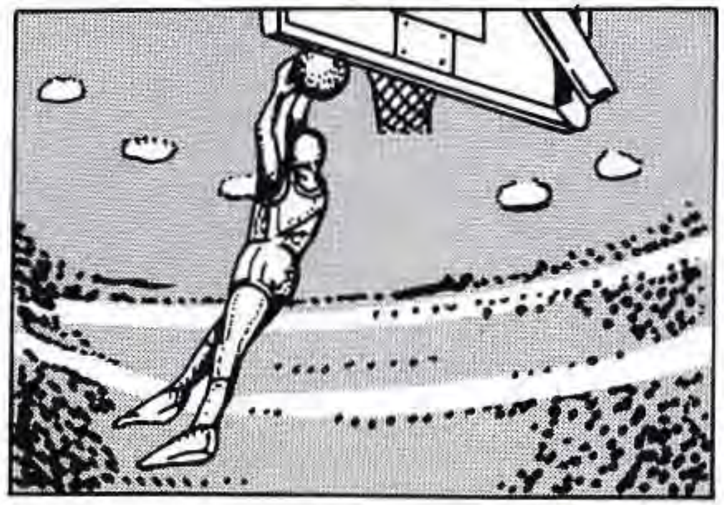
The Slam Screen

When your offensive man breaks into the open and drives for an uncontested lay-in, the slam screen will automatically appear, and one of three rim rockin' slams will light up the stadium.

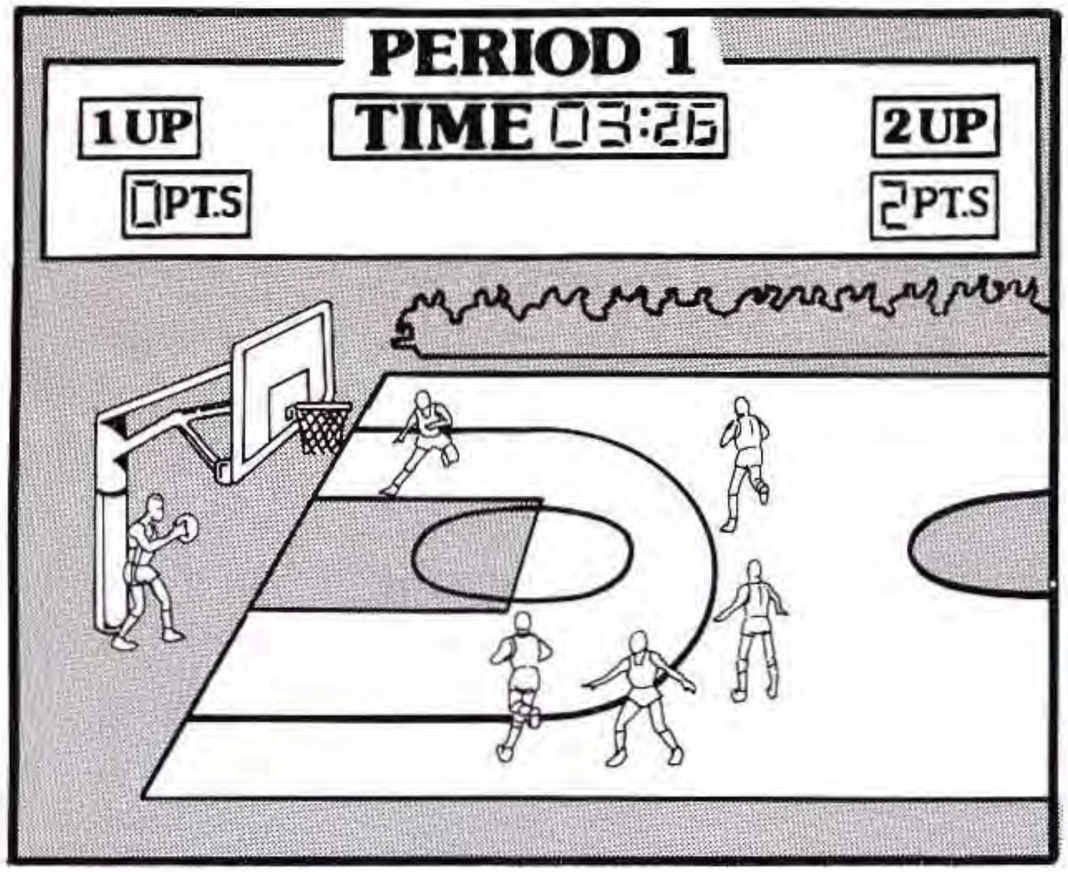
The style of slam is randomly chosen by the computer.







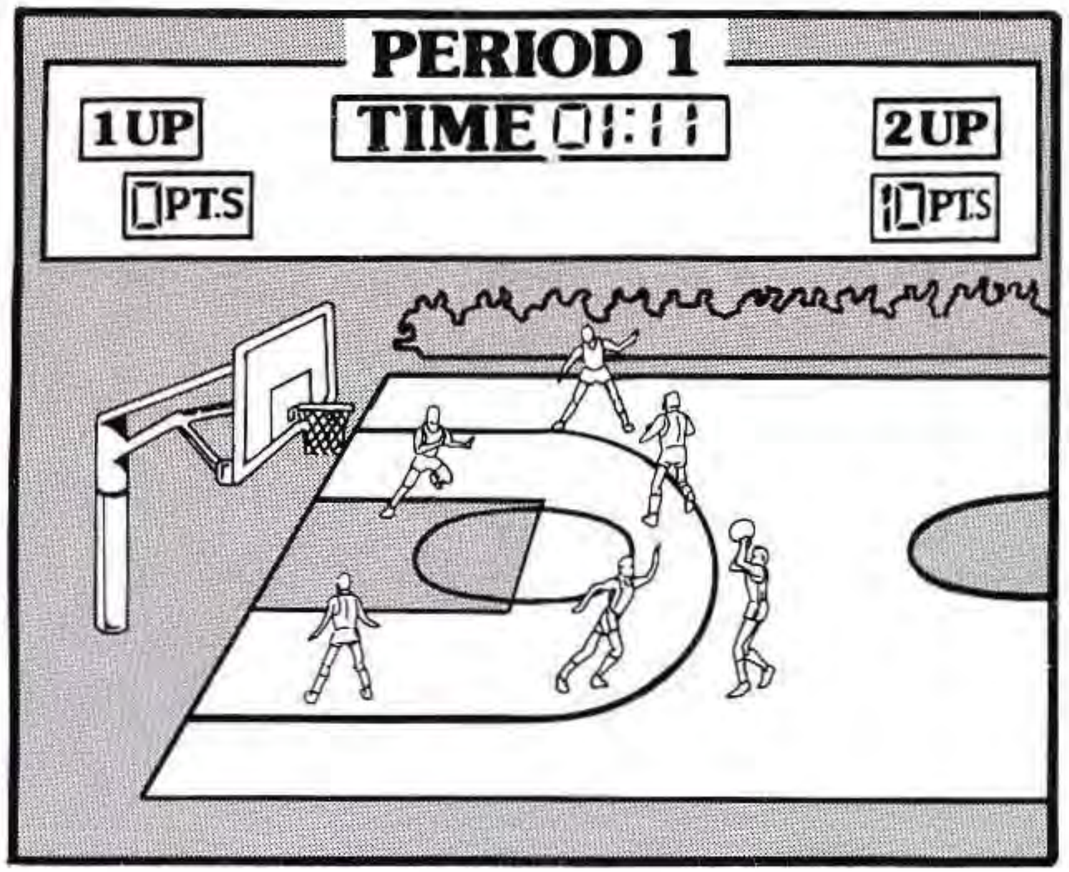
In-Bounding The Ball



Getting the ball in bounds is a key fundamental of the game. Aim your coolest, most level-headed player toward a teammate, which will cause the teammate to start flashing. Then, while holding down the control pad, push button A.

But remember. You only have five seconds to get the ball into play or it's a violation.

The Three Pointer



Just like the pros, your home court has a three point line to challenge your team's best shooter. So if you have the touch to launch pin-point jumpers from way out, you're awarded three points instead of two.

Treat Your Konami Game Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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